84. The gaming machine of claim 56, further comprising:

a plurality of display devices wherein each display device is designed to display simultaneously a portion of a rendered two-dimensional image.

85. The gaming machine of claim 84, wherein video feeds for each of the plurality of display devices is provided from a single video card.

86. The gaming machine of claim 56, further comprising:

gaming logic for commanding a remote gaming device to render one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments stored on the remote gaming device and to display said rendered one or more two-dimensional images on a display located on the remote gaming device.

87. The gaming machine of claim 56, further comprising:

a multi-headed video card.

88. The gaming machine of claim 87, wherein a first head on the multi-headed video is used to render one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments and a second head on the multi-head video card is used to render one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments.

89. The gaming machine of claim 88, wherein

rendered two-dimensional images from the first head and rendered two-dimensional images from the second head are displayed simultaneously on the same display.

90. The gaming machine of claim 88, wherein

rendered two-dimensional images from the first head are displayed on a first display and rendered two-dimensional images from the second head are displayed simultaneously on a second display.

91. In a gaming machine comprising a master gaming controller, a display device and a memory device, a method of playing a plurality games of chance, the method comprising:

receiving a single wager for a plurality of games of chance controlled by the master gaming controller on the gaming machine;

determining a game outcome for each game of chance in the plurality games of chance;

rendering the plurality of games of chance in a three dimensional gaming environment stored in the memory device on the gaming machine;

rendering a first two-dimensional image derived from a first 3-D object in the three-dimensional gaming environment wherein the first two-dimensional image comprises a first portion of the plurality of rendered games of chance;

displaying the first rendered two-dimensional image to the display device on the gaming machine;

rendering a second two-dimensional image derived from a second 3-D object in the three-dimensional gaming environment wherein the second two-dimensional image comprises a second portion of the rendered plurality of games of chance;

displaying the second rendered two-image to the display device on the gaming machine.

92. The method of claim 91, further comprising:

receiving a wager for each of the plurality of games of chance.

93. The method of claim 91, further comprising:

rendering a sequence of two-dimensional images derived from 3-D objects in the three-dimensional gaming environment wherein three-dimensional positions of the 3-D objects in the sequence appear to vary continuously between a three-dimensional position of a first 3-D object and a three-dimensional position of a second 3-D object.

94. The method of claim 91, further comprising:

selecting a first game of chance in the first portion of the plurality of rendered games of chance;

making a wager on the first game of chance;

initiating the first game of chance;

selecting a second game of chance in the second portion of the plurality of rendered games of chance;

making a wager on the second game of chance; and

initiating the second game of chance.

95. The method of claim 91, wherein the plurality of games of chance are multiple hands of a card game presented simultaneously.

96. The method of claim 95, wherein the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker.

97. The method of claim 91, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

98. The method of claim 91, further comprising:

receiving an input signal to initiate at least one game of chance in the first portion of the plurality of rendered games of chance; and

rendering a game outcome presentation for the at least one game of chance.

99. The method of claim 98, further comprising:

rendering a bonus game for the at least one game of chance.

100. The method of claim 91, further comprising:

receiving an input signal to initiate at least one game of chance in the second portion of the plurality of rendered games of chance; and

rendering a game outcome presentation for the at least one game of chance.

101. The method of claim 100, further comprising:

rendering a bonus game for the at least one game of chance.

102. In a gaming machine comprising a master gaming controller, a display device and a memory device, a method of displaying a plurality game windows on the display device wherein at least one of the game windows is used to present a game of chance, the method comprising: